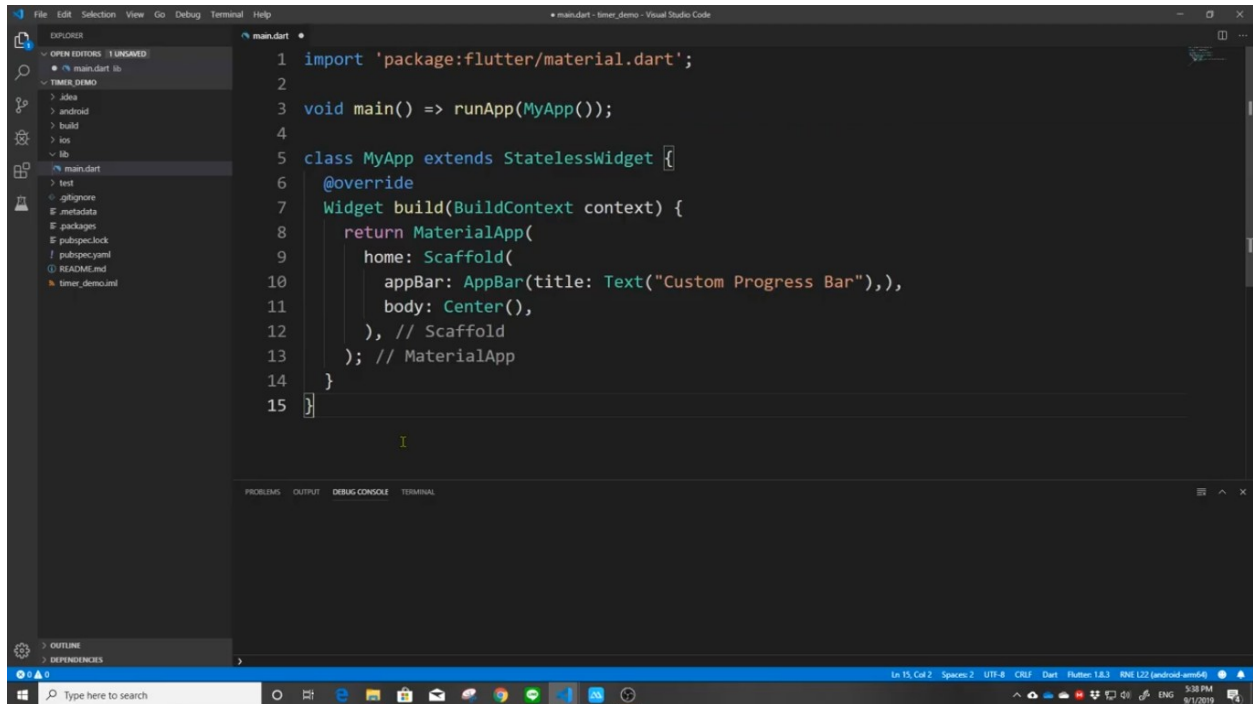


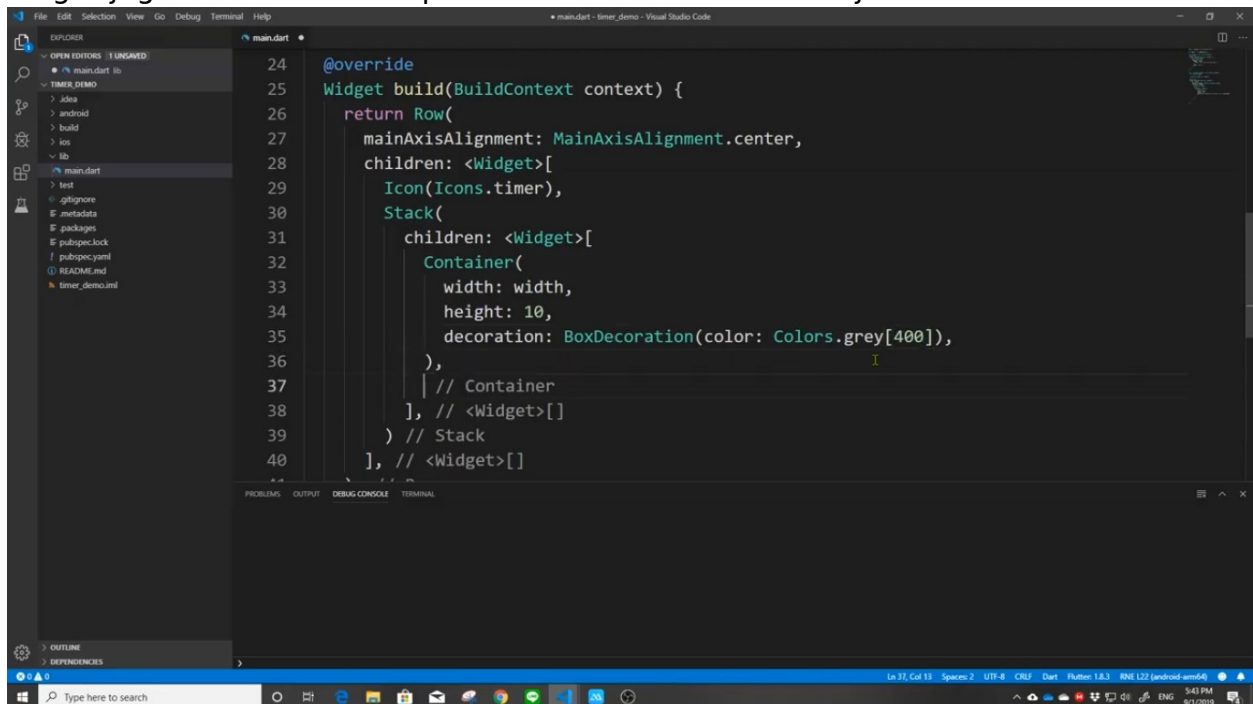
Bagaimana custom progres bar  
Salah satu cara implementasi timer  
Dan providers  
Pertma buat stl widget  
myApp  
materialApp  
home scaffold  
appbar appBar title



```
1 import 'package:flutter/material.dart';
2
3 void main() => runApp(MyApp());
4
5 class MyApp extends StatelessWidget {
6   @override
7   Widget build(BuildContext context) {
8     return MaterialApp(
9       home: Scaffold(
10        appBar: AppBar(title: Text("Custom Progress Bar")),
11        body: Center(),
12      ), // Scaffold
13    ); // MaterialApp
14  }
15 }
```

dibawah buat satu buah class untuk custom progress bar nya  
lebih baik file terpisah  
karena lebih cepat buat disini saja  
stl customProgressbar  
satu buat variabel lebar  
lalu buat constructor custom this. Lebar nya  
dan parameter nya  
lalu return nya Row  
main axis Center  
didalmnya ada children masukan icon . timer  
lalu dibawah buat stack  
didalam buat container nya  
nah ide nya seperti apa didalam stack 2 buah container  
container pertama untuk background dari progress bar nya  
progres bar nya kalau kosong seperti apa kalau belum penuh  
lalu didepan ada container nya lagi kasih warna yg kalau sudah penuh sudah berisi  
nya  
container pertama widht nya sebesar paramter nya

height juga bisa minta buat paramter disini di tentukan saja



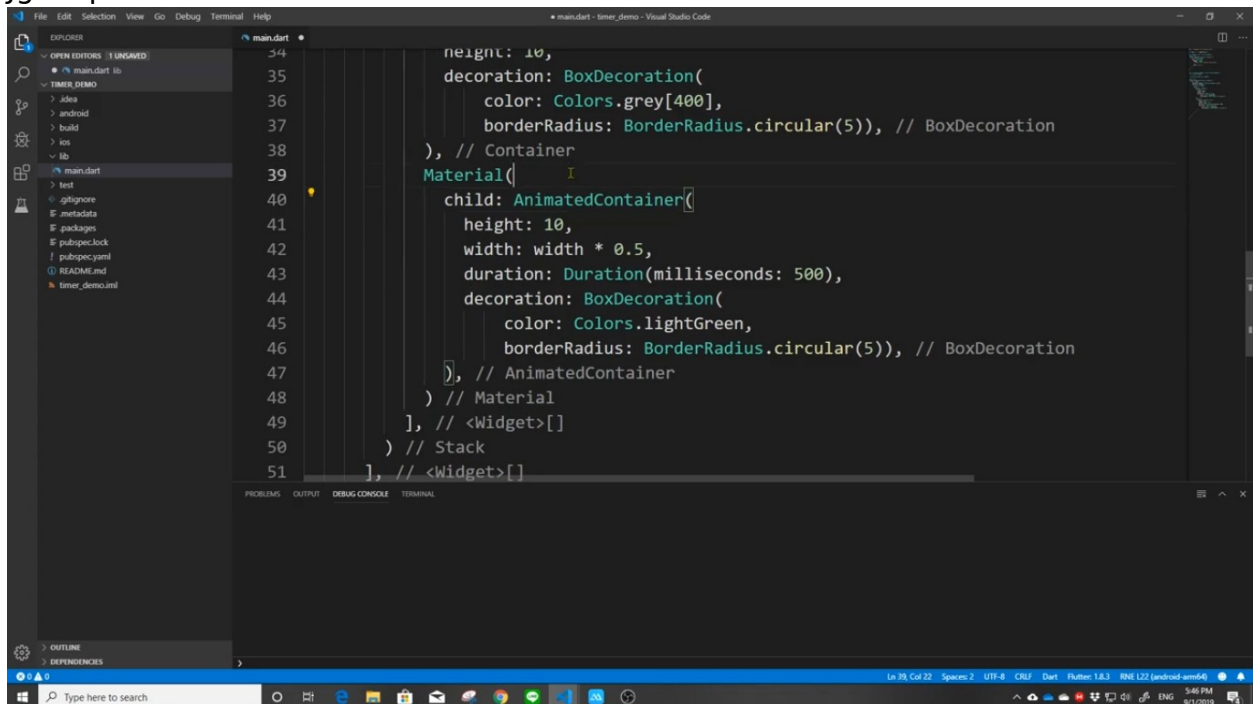
```
24 @override
25 Widget build(BuildContext context) {
26   return Row(
27     mainAxisAlignment: MainAxisAlignment.center,
28     children: <Widget>[
29       Icon(Icons.timer),
30       Stack(
31         children: <Widget>[
32           Container(
33             width: width,
34             height: 10,
35             decoration: BoxDecoration(color: Colors.grey[400]),
36           ),
37           // Container
38         ], // <Widget>[]
39       ) // Stack
40     ], // <Widget>[]
```

Lalu tambahkn material child nya animated container duratio nya 500 atau setengah detik

Decoratio nya box decoration color . lightGreen

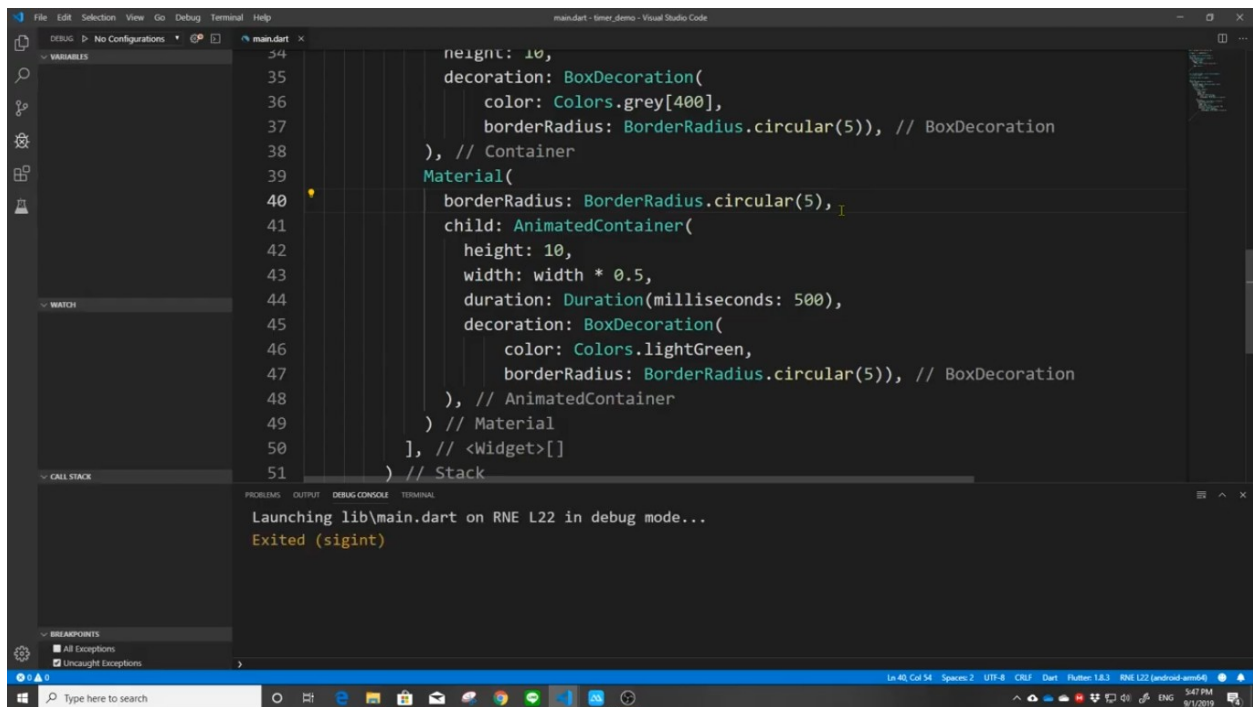
Disini heigh kasih 10 juga

Width kasih stengah nya dahulu agar kelihatan ada background dan ada field nya  
Jgn lupa border radius

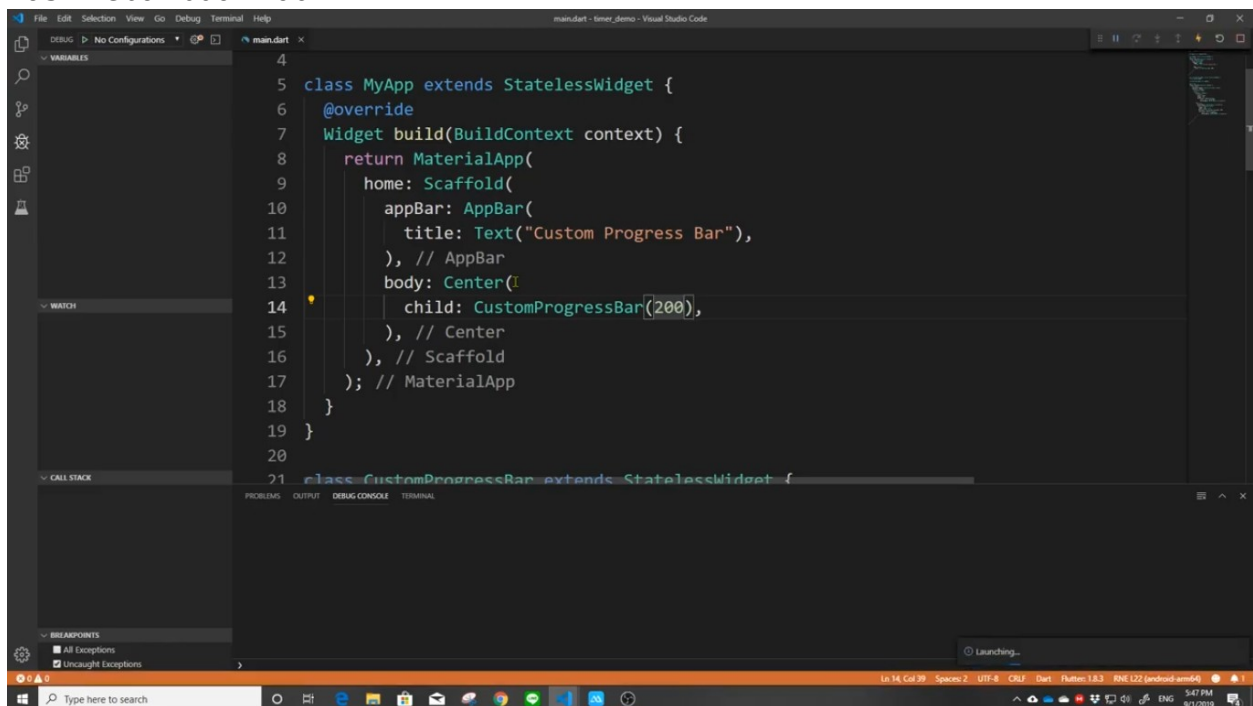


```
34 height: 10,
35 decoration: BoxDecoration(
36   color: Colors.grey[400],
37   borderRadius: BorderRadius.circular(5)), // BoxDecoration
38 ), // Container
39 Material(
40   child: AnimatedContainer(
41     height: 10,
42     width: width * 0.5,
43     duration: Duration(milliseconds: 500),
44     decoration: BoxDecoration(
45       color: Colors.lightGreen,
46       borderRadius: BorderRadius.circular(5)), // BoxDecoration
47   ), // AnimatedContainer
48 ) // Material
49 ], // <Widget>[]
50 ) // Stack
51 ], // <Widget>[]
```

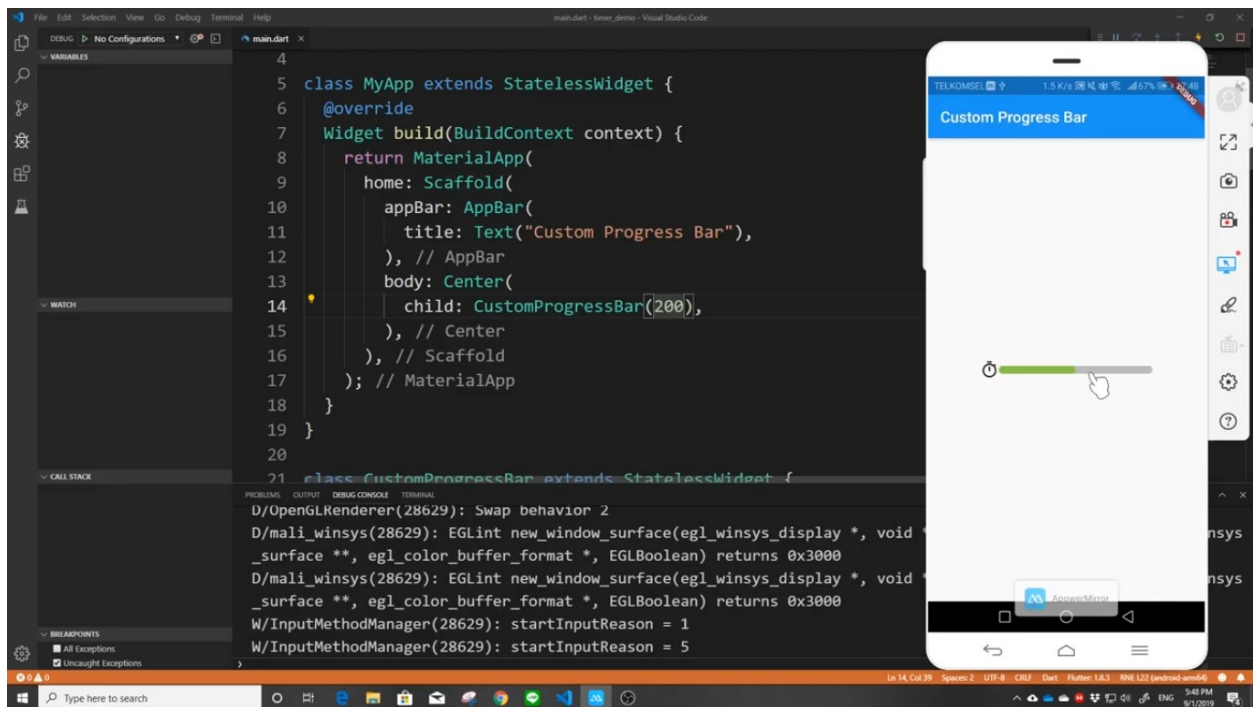
Lalu di material juga sama



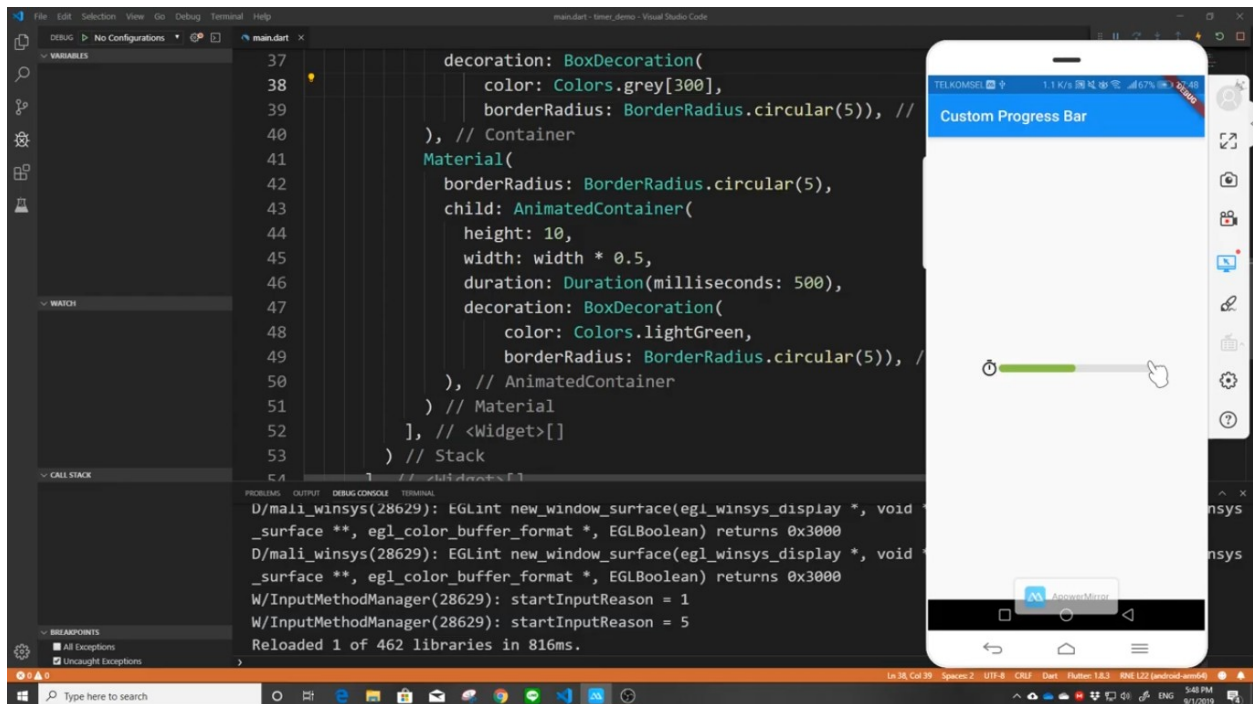
Lalu tambahkan di myapp nya  
Kasih lebar buat 200



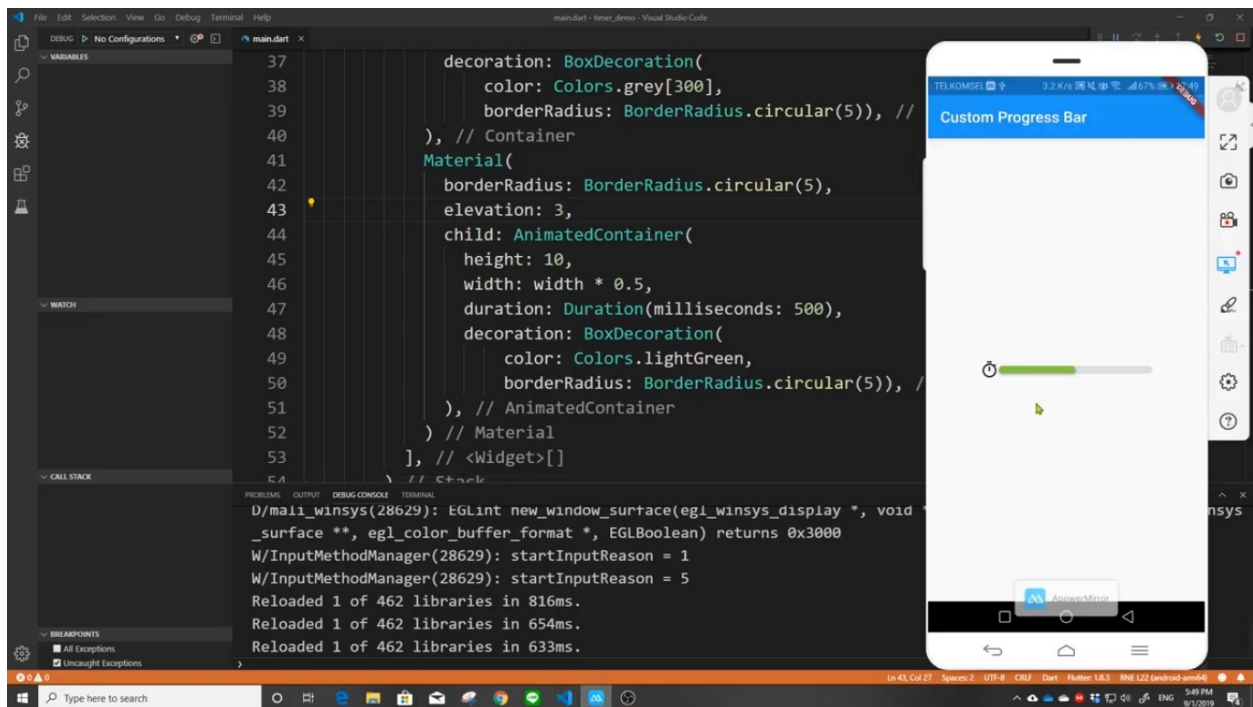
Maka hasilnya seperti ini



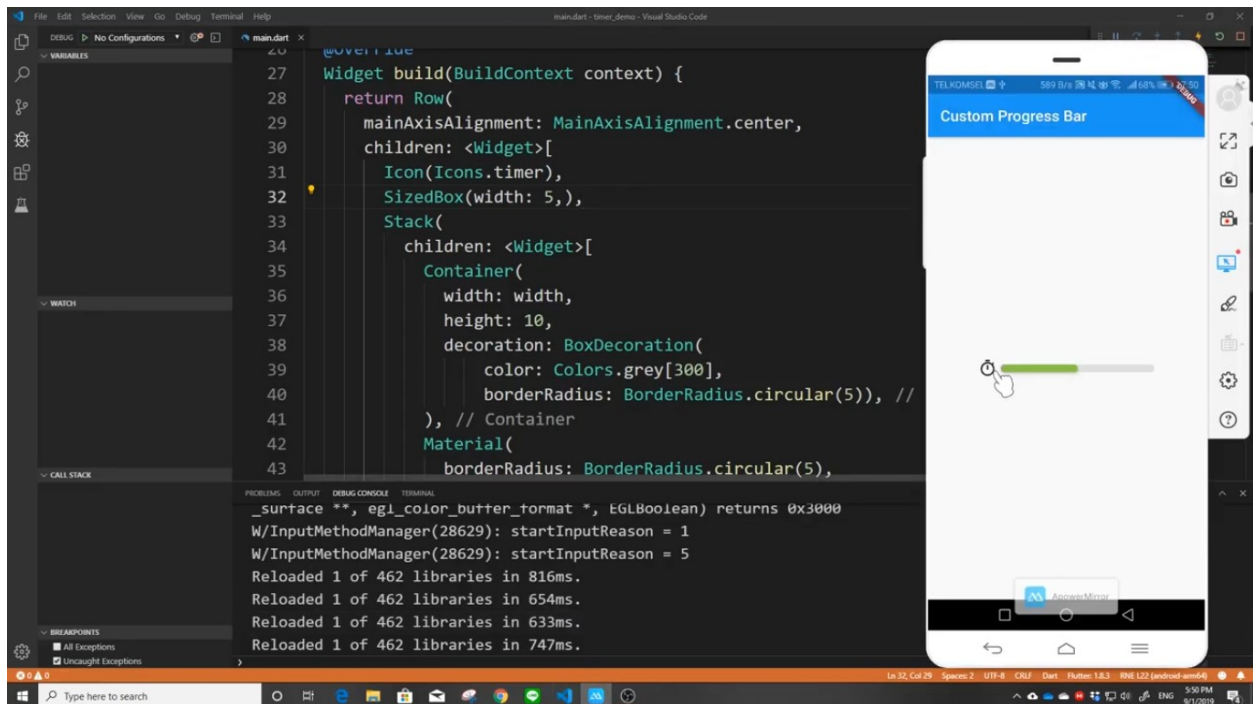
Ini yg kosong masih sedikit abu kita ganti pasang 300 dahulu



Sperti ini  
Bayangan masih kurang kasih elevation

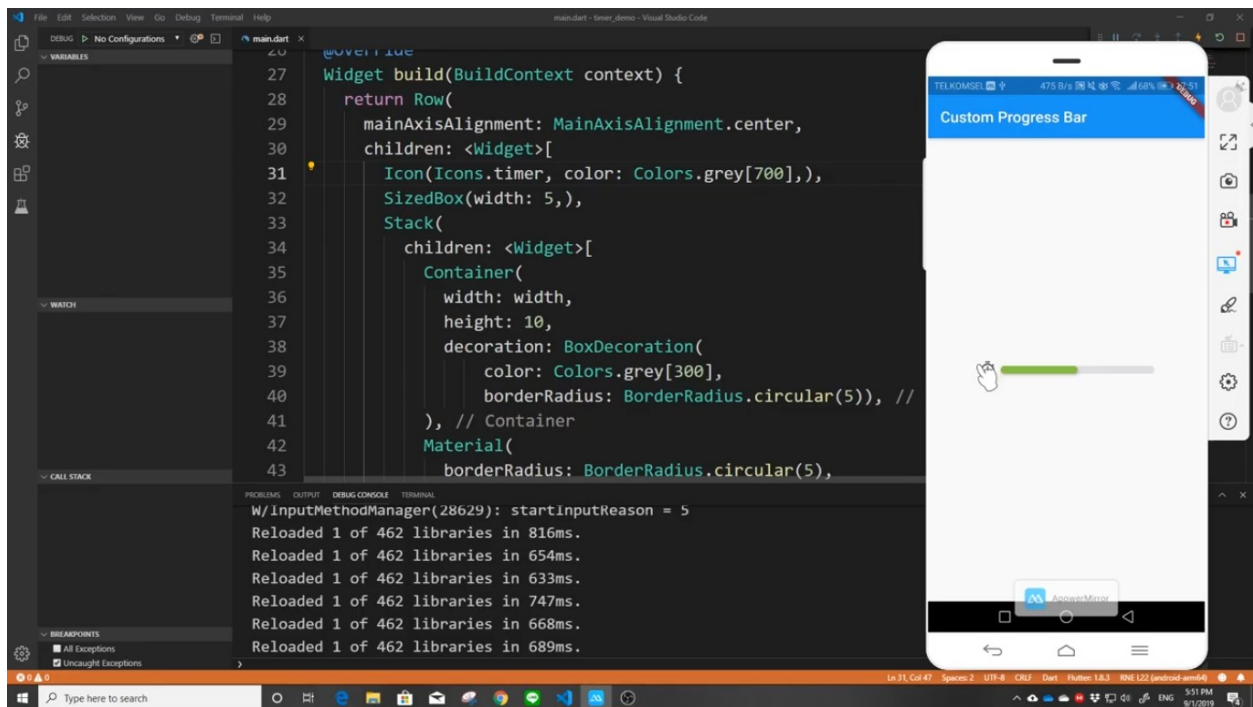


Kasih jarak  
 Dari icon ke progres bar nya  
 Kasih sized box  
 Widht 5



Sekarang lebih bagus ada jarak nya  
 Icon Timer nya kasih warna  
 Pasang yg gelap



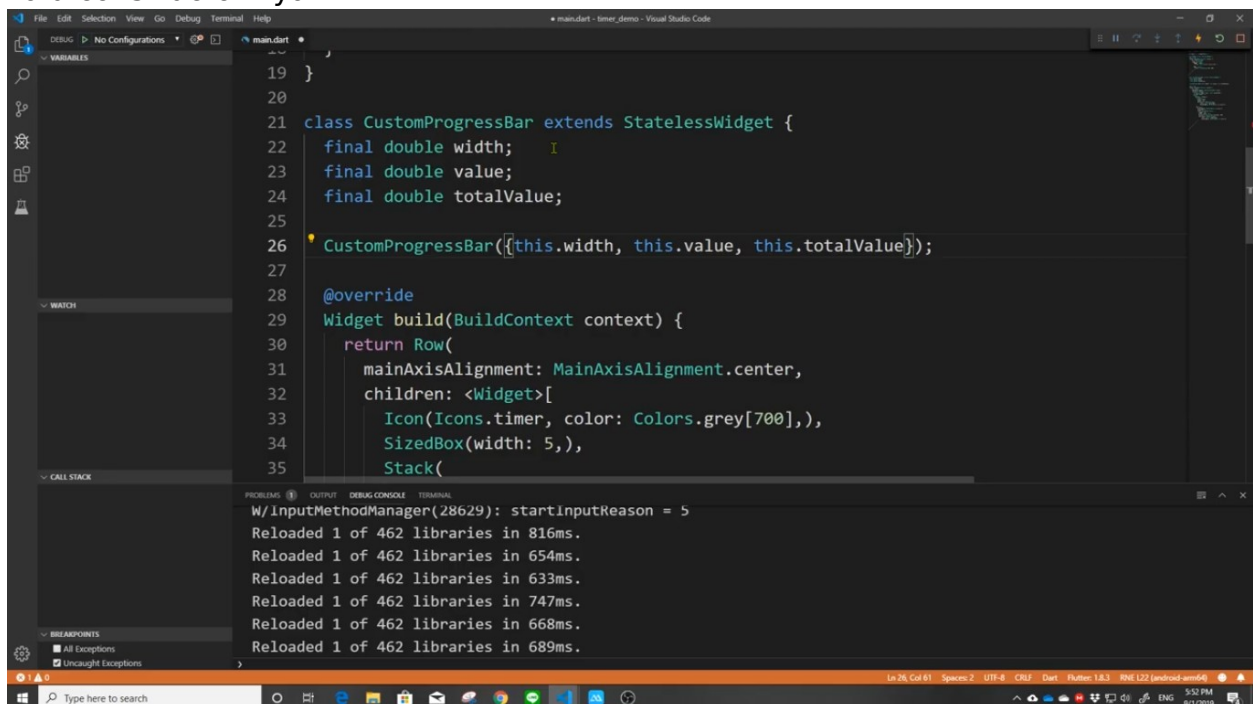


Tinggal tambahkan dua buah variabel lagi

Final double value

TotalValue

Lalu constructor nya



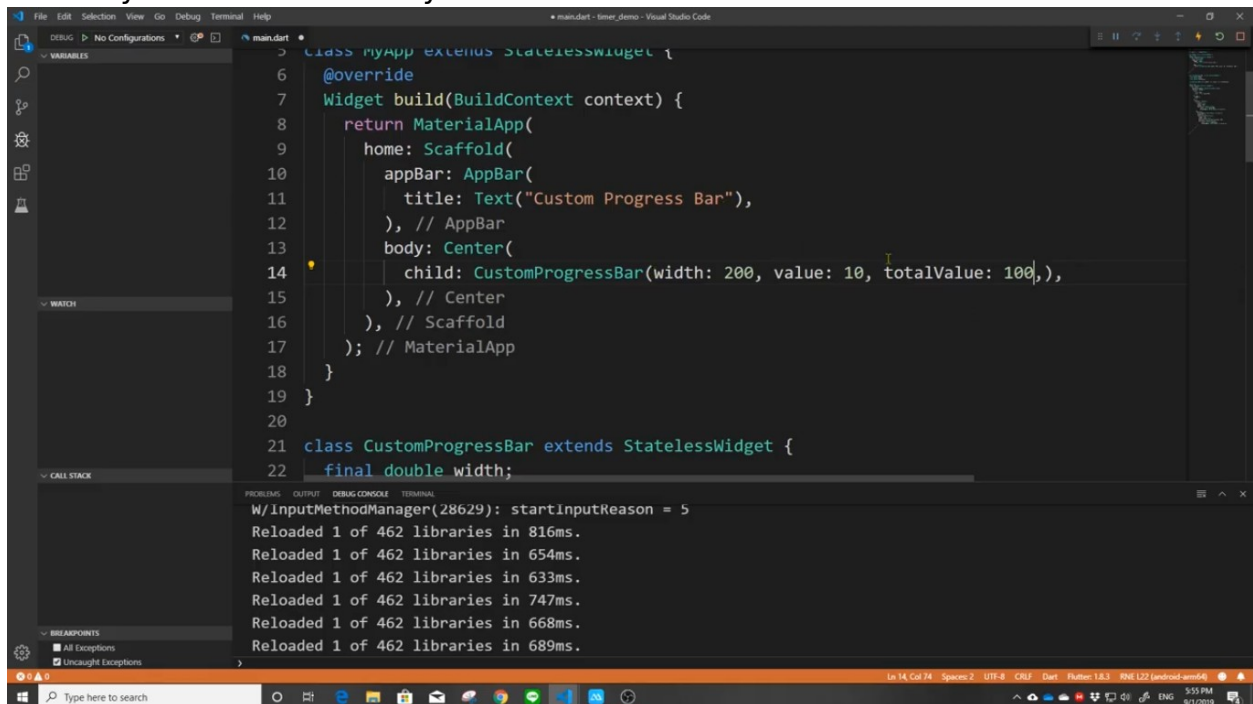
Si totalValue isi nya apa isi Maximum jika dia full isnya berapa misalkan 100

Value nya saat ini

Jadi misalkan total nya 100 isinya setengah 50

Maka kita coba

Widht nya 200 terus value nya 10 total 100



The screenshot shows the Visual Studio Code editor with a Dart file named `main.dart`. The code defines a `myApp` class that extends `StatelessWidget` and a `CustomProgressBar` class that also extends `StatelessWidget`. The `myApp` class has an `override` `build` method that returns a `MaterialApp` widget. Inside the `MaterialApp`, there is a `Scaffold` with an `AppBar` titled "Custom Progress Bar" and a `Center` widget containing a `CustomProgressBar` with a width of 200, a value of 10, and a total value of 100. The `CustomProgressBar` class has a `final double width` property. The bottom panel shows the terminal output with multiple "Reloaded 1 of 462 libraries" messages.

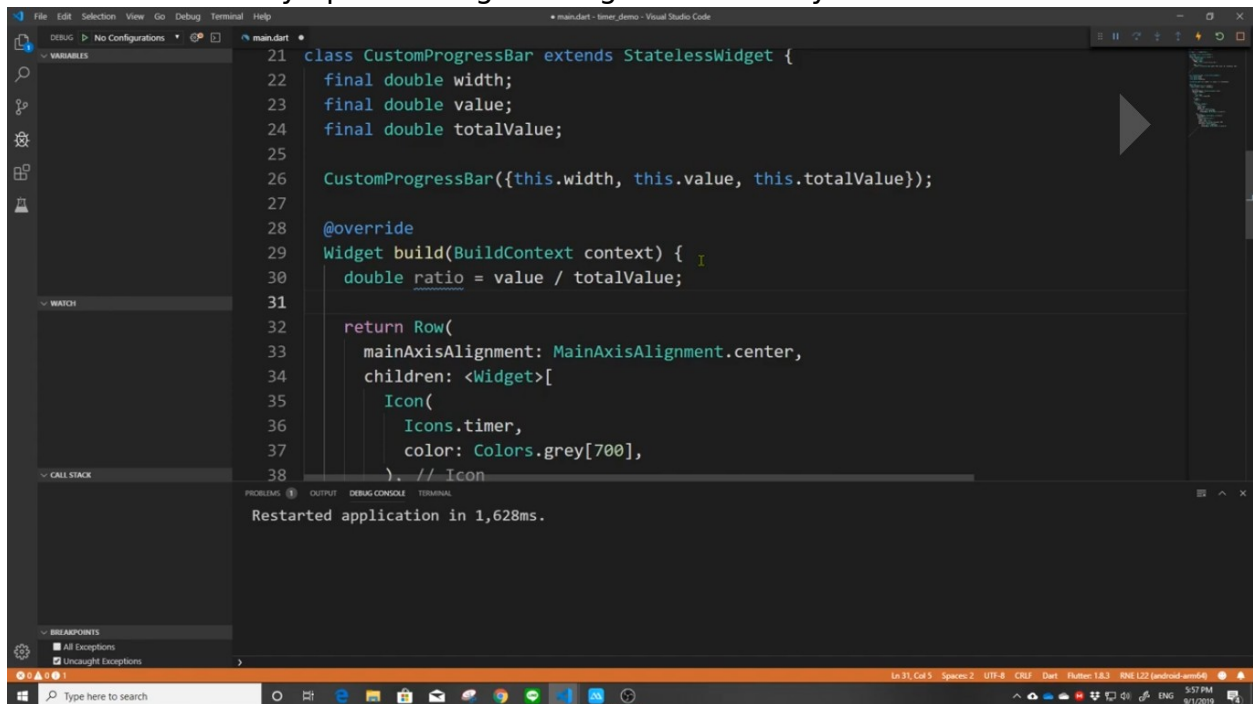
```
class myApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: Text("Custom Progress Bar"),
        ), // AppBar
        body: Center(
          child: CustomProgressBar(width: 200, value: 10, totalValue: 100),
        ), // Center
      ), // Scaffold
    ); // MaterialApp
  }
}

class CustomProgressBar extends StatelessWidget {
  final double width;
```

Ada yg lupa

Disini buat lagi

Double ratio = isinya perbandingan isi dgn totalvaluenya



The screenshot shows the Visual Studio Code editor with the same Dart file. The `CustomProgressBar` class has been updated. It now has three `final double` properties: `width`, `value`, and `totalValue`. The `build` method is overridden to create a `Row` widget. Inside the `Row`, there is an `Icon` widget with the `Icons.timer` icon and a `color` of `Colors.grey[700]`. A `double ratio` is calculated as `value / totalValue`. The terminal output shows "Restarted application in 1,628ms."

```
class CustomProgressBar extends StatelessWidget {
  final double width;
  final double value;
  final double totalValue;

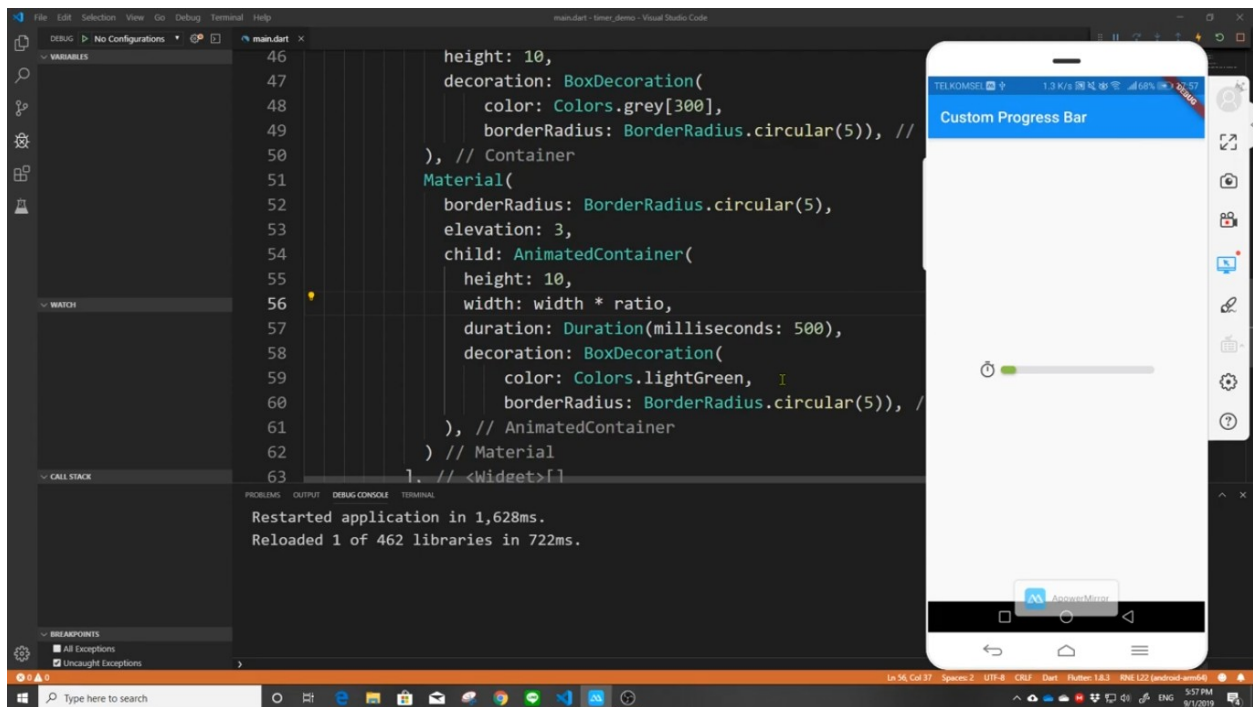
  CustomProgressBar({this.width, this.value, this.totalValue});

  @override
  Widget build(BuildContext context) {
    double ratio = value / totalValue;

    return Row(
      mainAxisAlignment: MainAxisAlignment.center,
      children: <Widget>[
        Icon(
          Icons.timer,
          color: Colors.grey[700],
        ), // Icon
      ],
    );
  }
}
```

Disini kita akan kali kan ratio

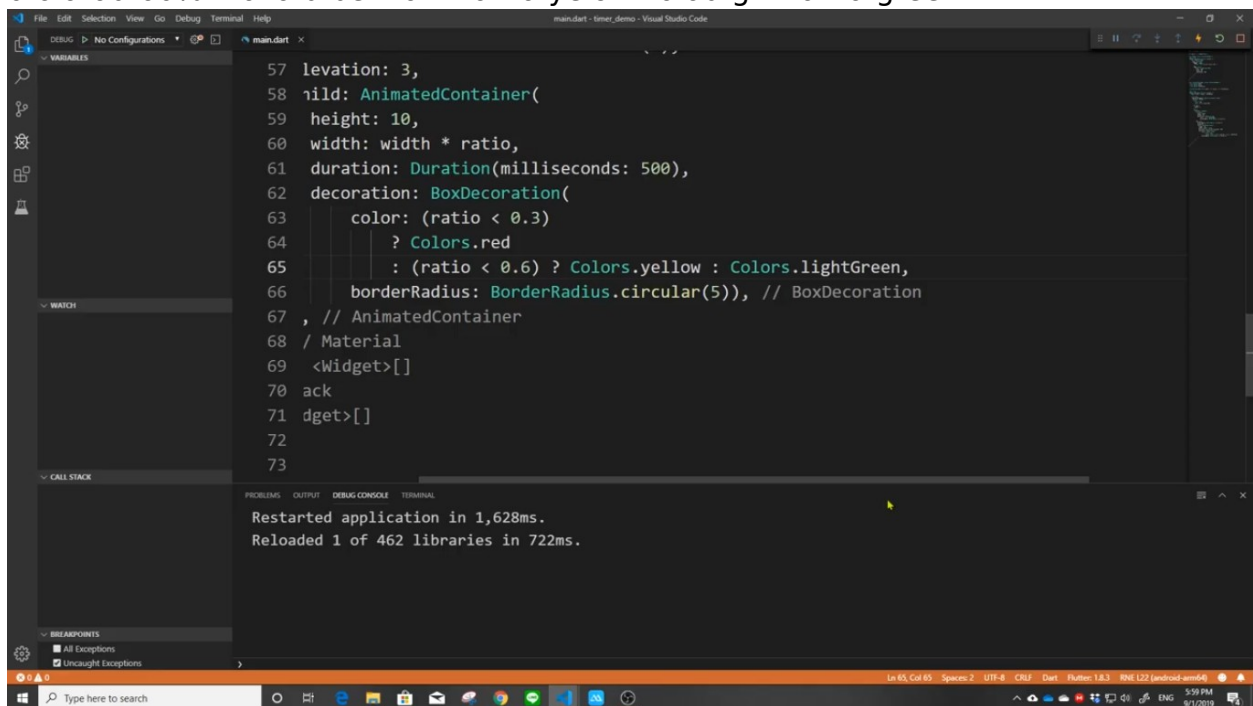
Kalau dia 10 per 100



Maka terisi 10 nya

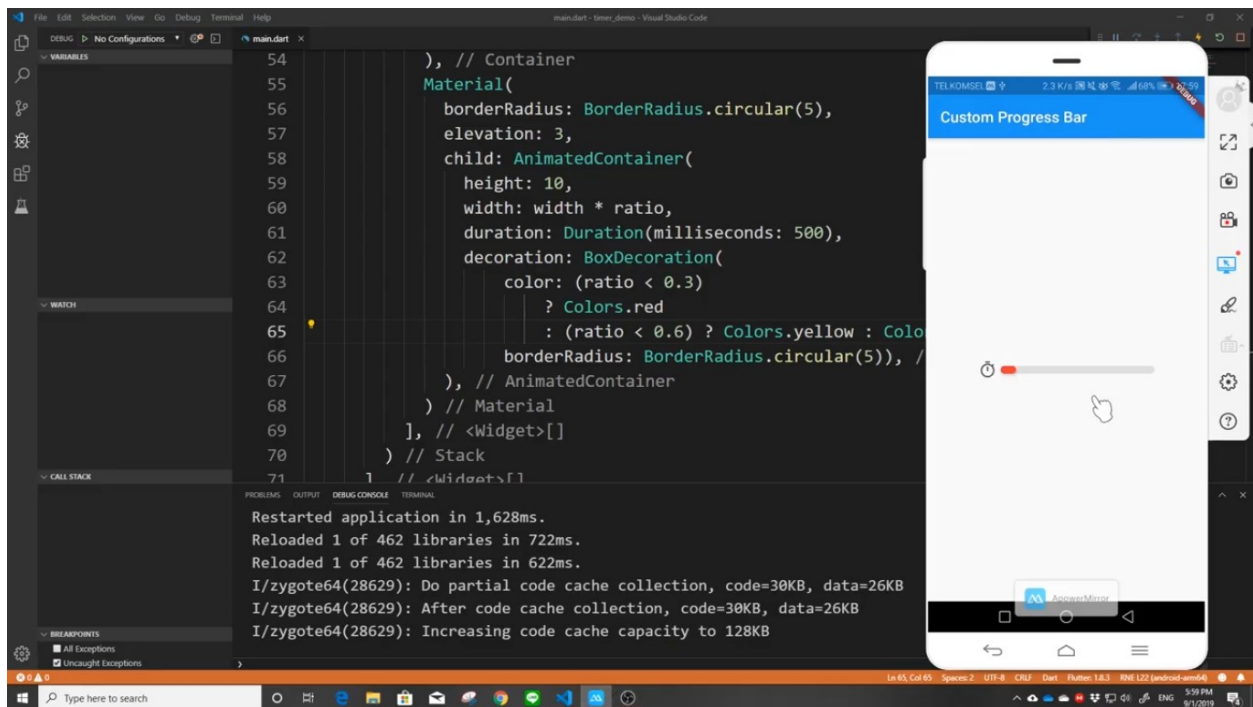
Lebih bagus buat bedakan warna nya

Kalau ratio nya lebih kecil 0.3 atau 30% maka jadi colors red dan kalau gk ratio nya 0.6 atau 60% maka diberikan warna yelow kalau gk warna green

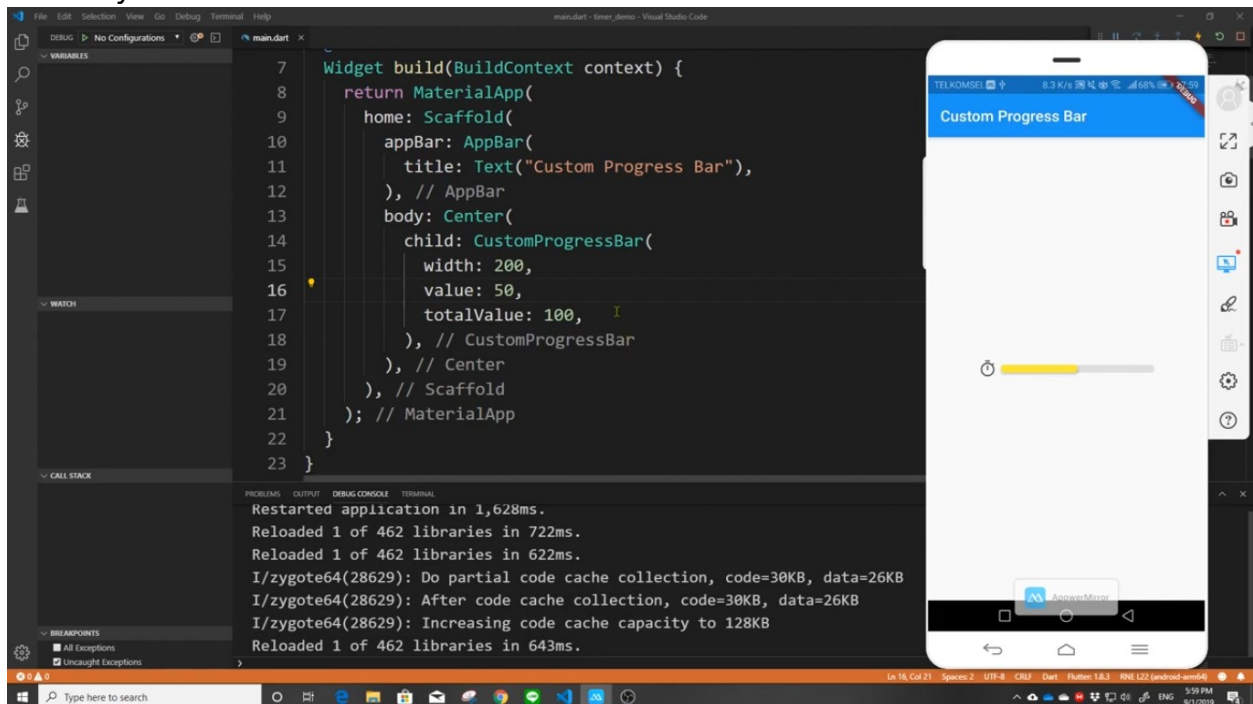


Maka dilihat jadi merah

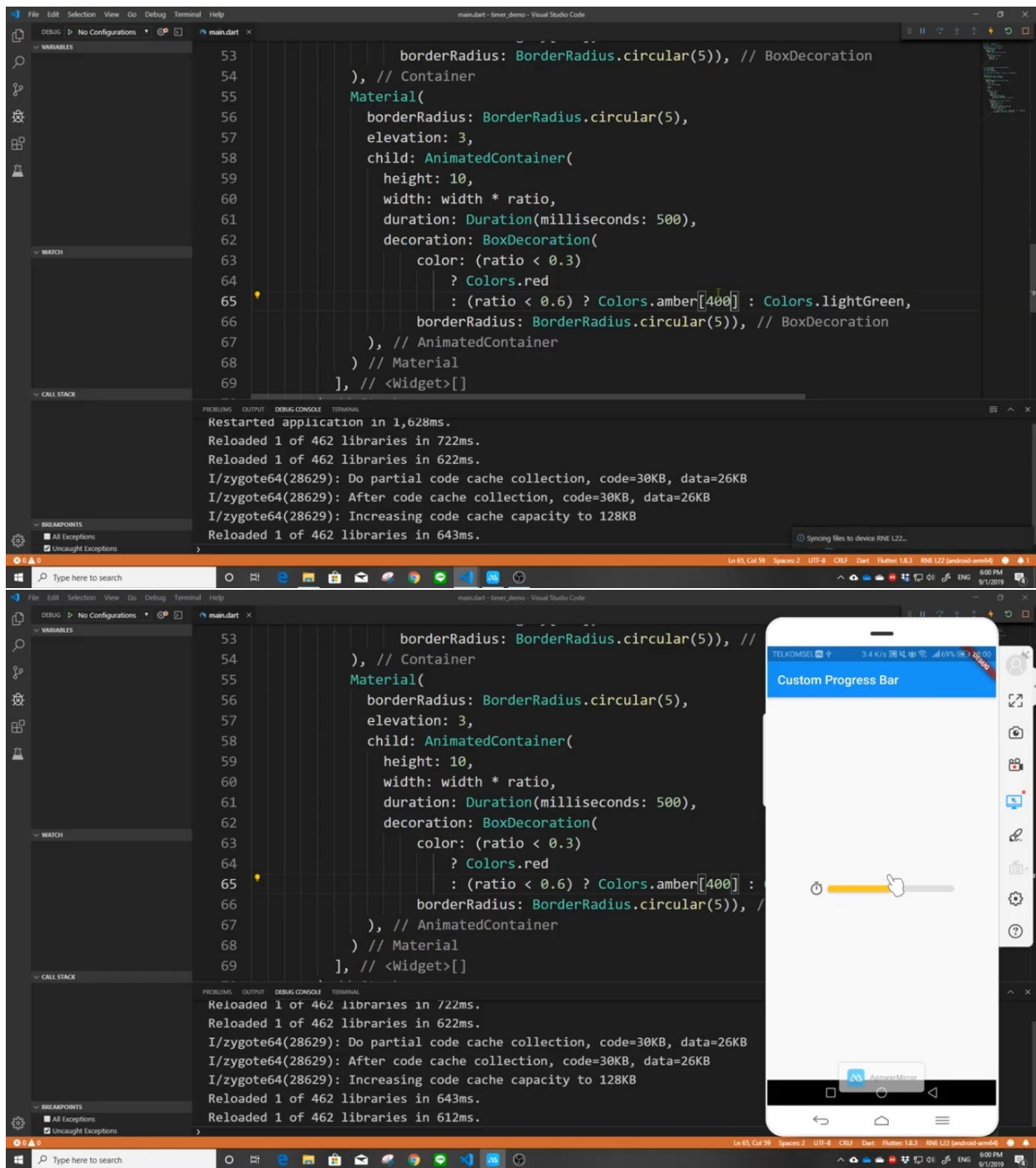




Kalau misalkan diganti  
Value nya 50



Warna kuning disni jelek warna nya ganti jadi ember400



Lebih oke

Kalau full lalu dia berkurang jadi kuning lalu merah  
Biar bisa jalan kita buat seState maka kita add dulu  
Provider

The screenshot shows the VS Code editor with the `pubspec.yaml` file open. The file contains the following code:

```
21   sdk: flutter
22
23   # The following adds the Cupertino Icons font to your application.
24   # Use with the CupertinoIcons class for iOS style icons.
25   cupertino_icons: ^0.1.2
26   provider: ^3.0.0+1
27
28 dev_dependencies:
29   flutter_test:
30     sdk: flutter
31
32
33 # For information on the generic Dart part of this file, see the
34 # following page: https://dart.dev/tools/pub/pubspe
35
36 # The following section is specific to Flutter.
37 flutter:
```

The terminal at the bottom shows the output of a Flutter command, indicating that the code cache collection and capacity increase were successful.

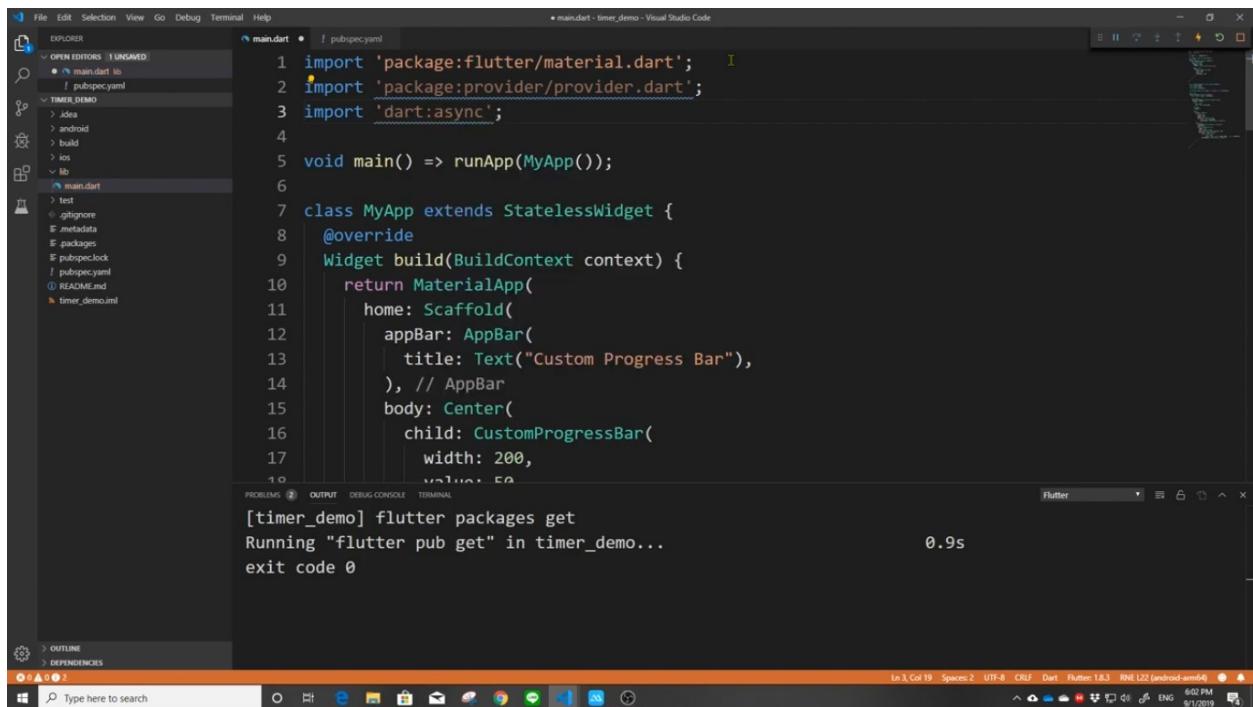
Maka kita kembali disini kita import dahulu

The screenshot shows the VS Code editor with the `main.dart` file open. The file contains the following code:

```
1 import 'package:flutter/material.dart';
2 import 'package:provider/provider.dart';
3
4
5 void main() => runApp(MyApp());
6
7 class MyApp extends StatelessWidget {
8   @override
9   Widget build(BuildContext context) {
10     return MaterialApp(
11       home: Scaffold(
12         appBar: AppBar(
13           title: Text("Custom Progress Bar"),
14         ), // AppBar
15         body: Center(
16           child: CustomProgressBar(
17             width: 200,
18             value: 50,
19           ),
20         ),
21       ),
22     );
23   }
24 }
```

The terminal at the bottom shows the output of the `flutter packages get` command, indicating that the dependencies were successfully resolved.

Supaya mengunkan timer kita import async



```
1 import 'package:flutter/material.dart';
2 import 'package:provider/provider.dart';
3 import 'dart:async';
4
5 void main() => runApp(MyApp());
6
7 class MyApp extends StatelessWidget {
8   @override
9   Widget build(BuildContext context) {
10     return MaterialApp(
11       home: Scaffold(
12         appBar: AppBar(
13           title: Text("Custom Progress Bar"),
14         ), // AppBar
15         body: Center(
16           child: CustomProgressBar(
17             width: 200,
18             value: 50,
19           ),
20         ),
21       ),
22     );
23   }
24 }
```

[timer\_demo] flutter packages get  
Running "flutter pub get" in timer\_demo...  
exit code 0

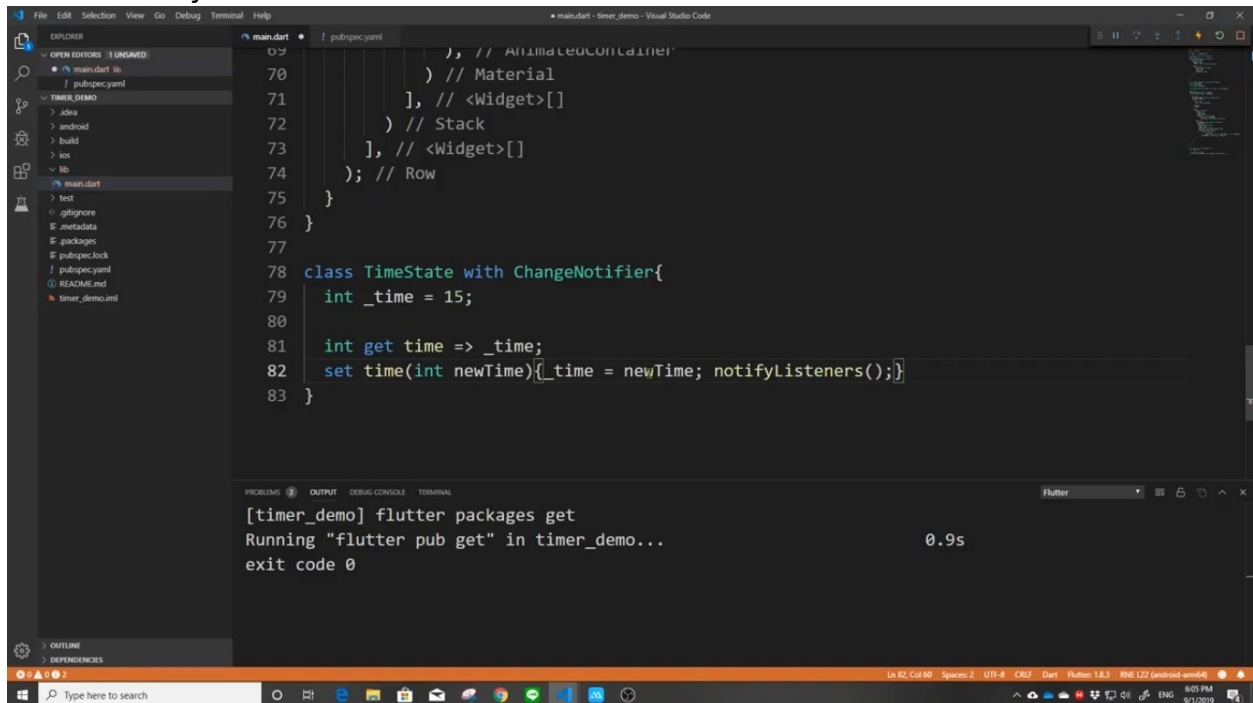
Lalu kita bawah buat satu class namanya TimeState with ChangeNotifier

Kita simpan

Buat int time nya = 15 biar gk kelamaan

Lalu buat getter nya

Dan setter nya



```
70 // All child containers
71 // Material
72 // <Widget>[]
73 // Stack
74 // <Widget>[]
75 // Row
76 }
77
78 class TimeState with ChangeNotifier{
79   int _time = 15;
80
81   int get time => _time;
82   set time(int newTime){_time = newTime; notifyListeners();}
83 }
```

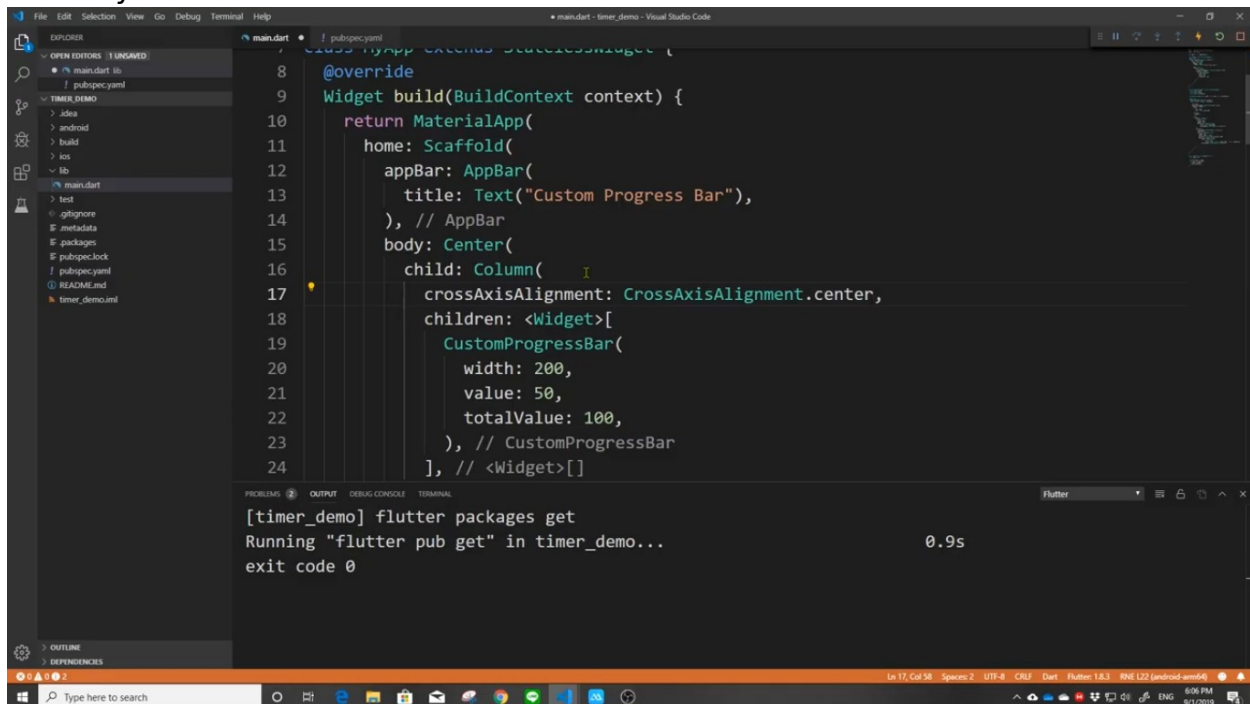
[timer\_demo] flutter packages get  
Running "flutter pub get" in timer\_demo...  
exit code 0

Maka sudah selsai untuk TimeState nya

Tambahn sebuah button

Maka proggres nya kita bungkus dgn column

Cross nya kita kasih center

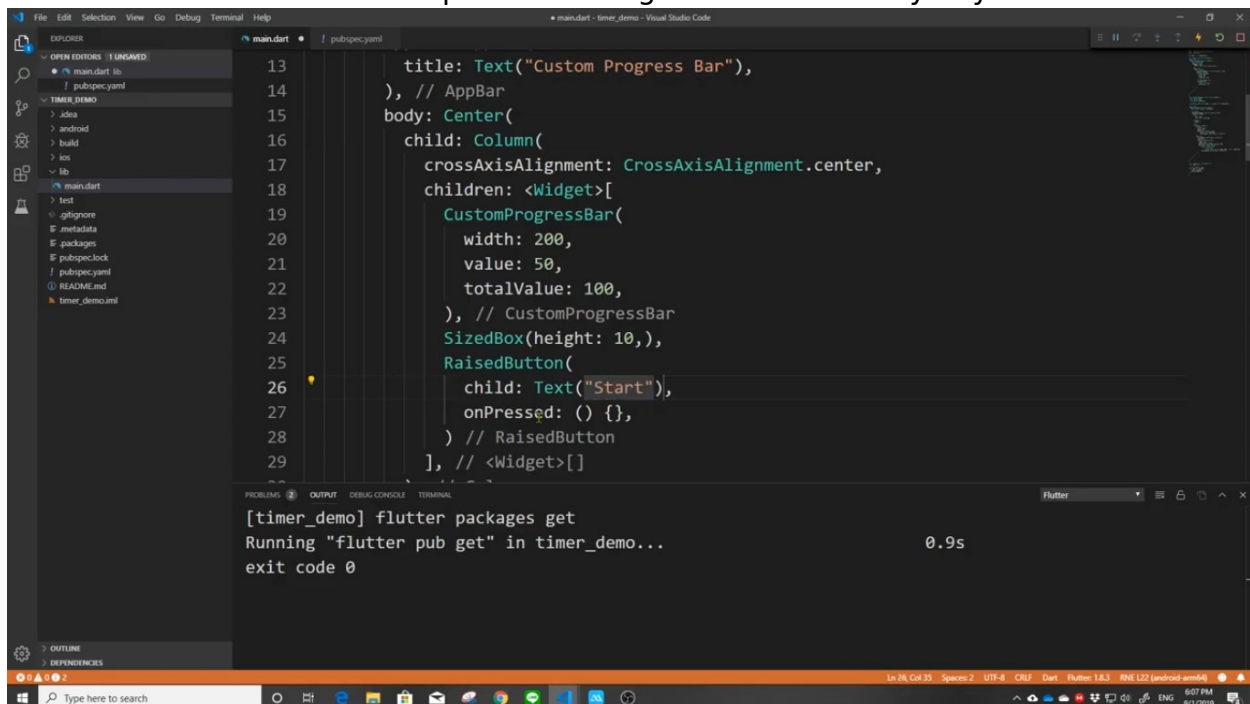


```
8 @override
9 Widget build(BuildContext context) {
10   return MaterialApp(
11     home: Scaffold(
12       appBar: AppBar(
13         title: Text("Custom Progress Bar"),
14       ), // AppBar
15       body: Center(
16         child: Column(
17           crossAxisAlignment: CrossAxisAlignment.center,
18           children: <Widget>[
19             CustomProgressbar(
20               width: 200,
21               value: 50,
22               totalValue: 100,
23             ), // CustomProgressbar
24           ], // <Widget>[]
25         ),
26       ),
27     ),
28   );
29 }
```

[timer\_demo] flutter packages get  
Running "flutter pub get" in timer\_demo... 0.9s  
exit code 0

Dibawha progressnya kasih jarak 10

Lalu kita kasi reisedButton onprased kosongi dahulu tulisan nya nya start

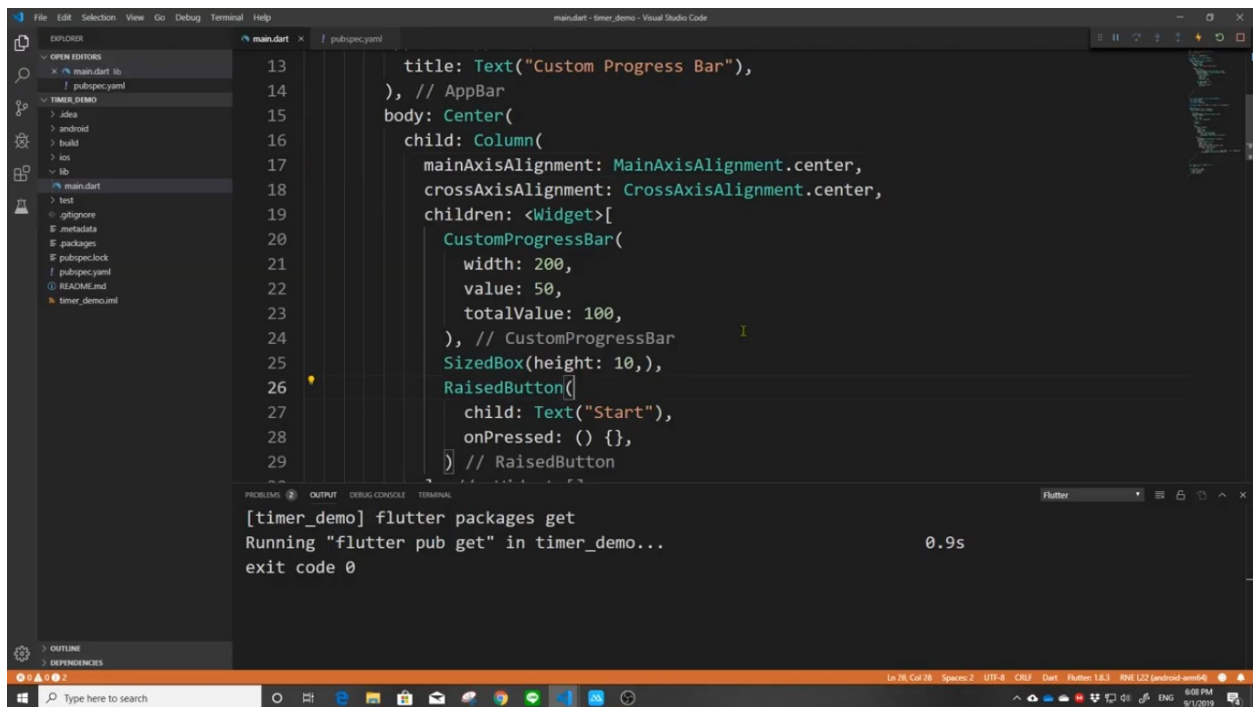


```
13 title: Text("Custom Progress Bar"),
14 ), // AppBar
15 body: Center(
16   child: Column(
17     crossAxisAlignment: CrossAxisAlignment.center,
18     children: <Widget>[
19       CustomProgressbar(
20         width: 200,
21         value: 50,
22         totalValue: 100,
23       ), // CustomProgressbar
24       SizedBox(height: 10,),
25       RaisedButton(
26         child: Text("Start"),
27         onPressed: () {},
28       ) // RaisedButton
29     ], // <Widget>[]
30   ),
31 ),
32 );
```

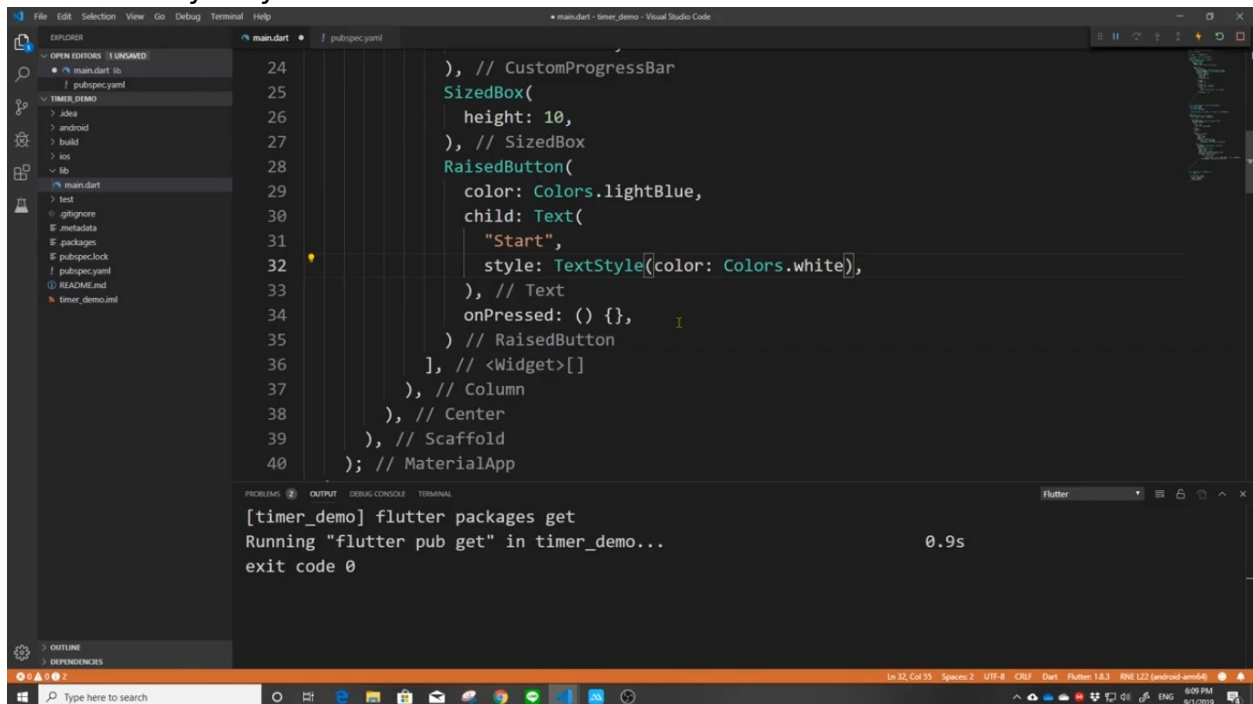
[timer\_demo] flutter packages get  
Running "flutter pub get" in timer\_demo... 0.9s  
exit code 0

Tambahkan lagi main axisAlignment nya center

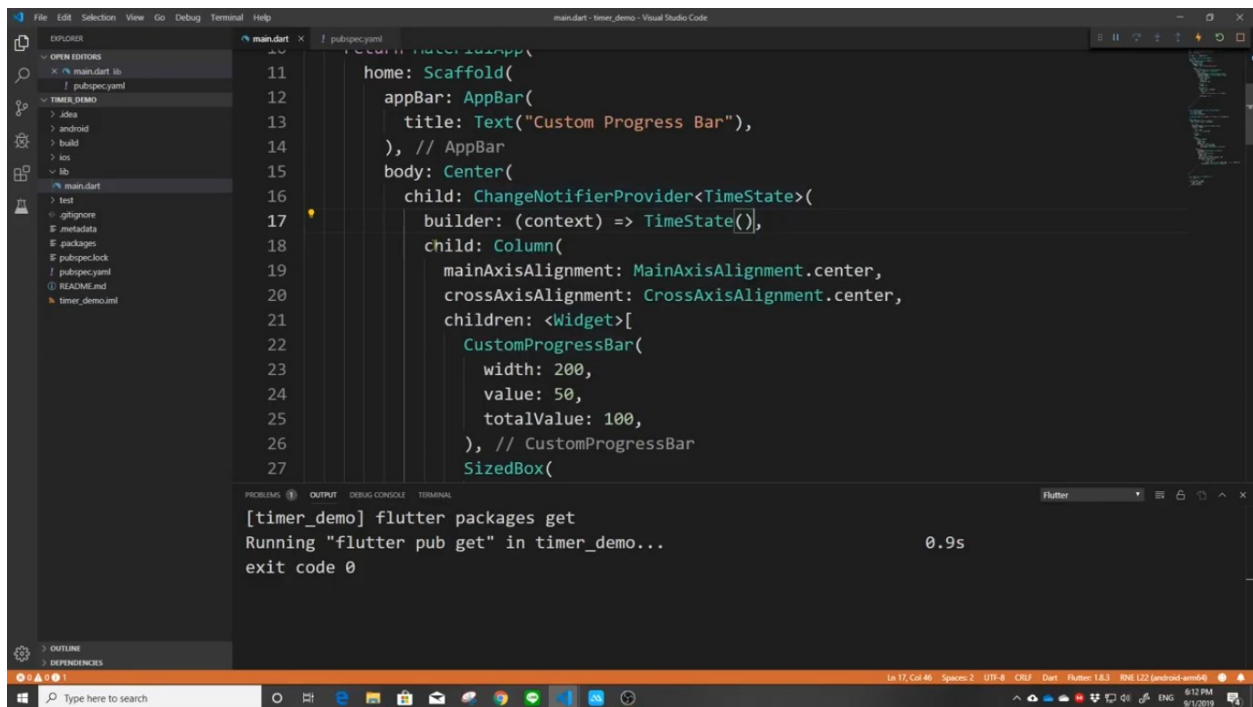




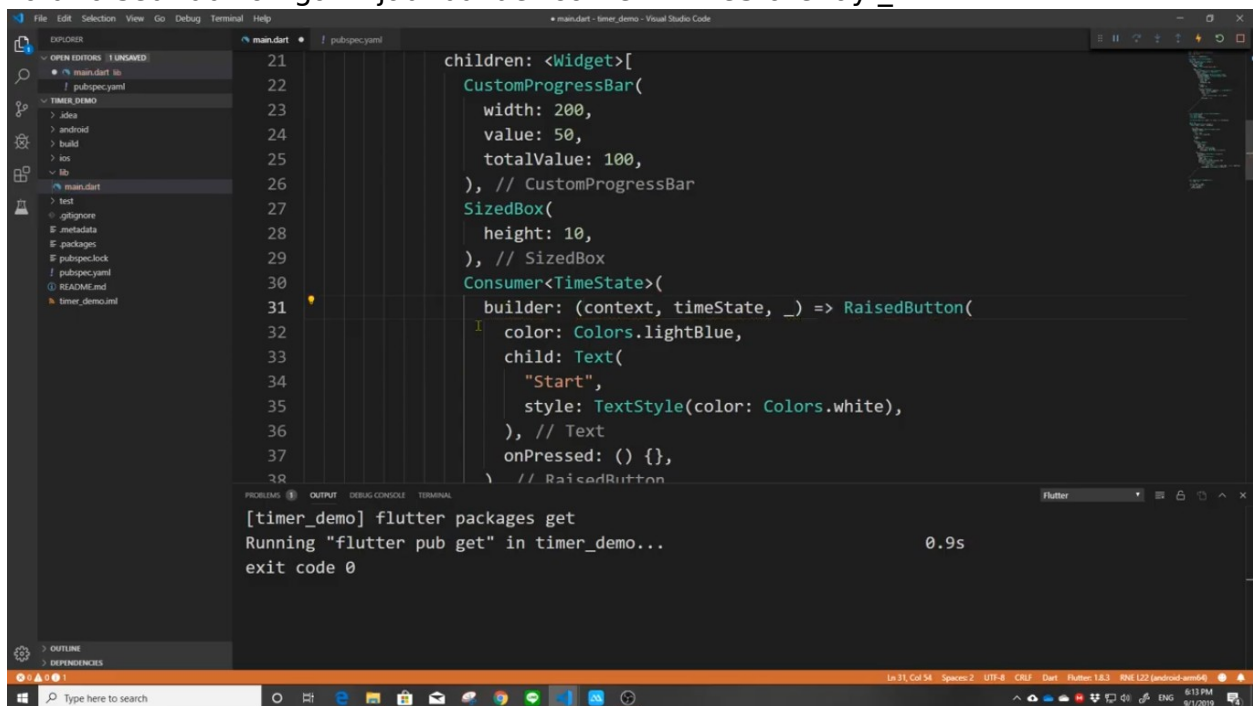
Button nya kasih colors  
Dan kasih style nya



Kalau sudah maka kita tambhkn changeNotifierProvider nya kita tambhkan  
Di route nya  
Pasang di columnya  
Dinsi klik kanan refactor bungkus center  
Tingal ganti changeNotifierProvider nya lalu tipenya <TimeState>  
Didalmnya buat buildernya



Kalau sudah buat Consumer nya  
diraisedButton kita bungkus refactor  
Widget ganti consumer<TimeState>  
Lalu raisedBuutton ganti jadi builder context timeStatenay \_



Dan progrresButton juga sama  
Consumer  
Lalu disini valuenya ngikuti TimeState.time dai mengikuti value saat ini

```
21 children: <Widget>[
22   Consumer<TimeState>{
23     builder: (context, timeState, _) => CustomProgressBar(
24       width: 200,
25       value: timeState.time,
26       totalValue: 100,
27     ), // CustomProgressBar
28   }, // Consumer
29   SizedBox(
30     height: 10,
31   ), // SizedBox
32   Consumer<TimeState>{
33     builder: (context, timeState, _) => RaisedButton(
34       color: Colors.lightBlue,
35       child: Text(
36         "Start",
37         style: TextStyle(color: Colors.white),
38       ), // Text
39     ), // RaisedButton
40   }, // Consumer
41 ], // children
42 ), // Scaffold
43 ), // MaterialApp
44 ], // Center
45 ), // Center
46 ), // Scaffold
47 ); // MaterialApp
48 }
49 }
50 }
51 class CustomProgressBar extends StatelessWidget {
52   final double width;
53   final int value;
54   final int totalValue;
55
56   CustomProgressBar({this.width, this.value, this.totalValue});
57
58   @override
59   Widget build(BuildContext context) {
60     double ratio = value / totalValue;
61     // ...
62   }
63 }
```

[timer\_demo] flutter packages get  
Running "flutter pub get" in timer\_demo... 0.9s  
exit code 0

Disin eror kasrena value nya menjadi double maka kita ubah saja

```
51 class CustomProgressBar extends StatelessWidget {
52   final double width;
53   final int value;
54   final int totalValue;
55
56   CustomProgressBar({this.width, this.value, this.totalValue});
57
58   @override
59   Widget build(BuildContext context) {
60     double ratio = value / totalValue;
61     // ...
62   }
63 }
```

[timer\_demo] flutter packages get  
Running "flutter pub get" in timer\_demo... 0.9s  
exit code 0

Jadi integer

Sekarang di onprased ketika ditekan kita akan mul;ai timer.periodik

Duration steiuap 1 detik terus dia ngapain

Diakan ubah si time nya

Jadi setiap 15 maka di berkurang satu

Da tambah perbandingan

If ternyata sudah 0

Maka timer.cancel

[illegible]

Jika sudah 0 maka timer nya kita hentikan kalau gk maka dia akan kurang 1 terus Total value nya 15 karena kita buat max 15

The screenshot displays the Visual Studio Code interface with a Dart file named 'pubspec.yaml' open. The code defines a timer demo with a custom progress bar and a consumer widget. The terminal shows the command 'flutter packages get' being executed successfully in the 'timer\_demo' directory.

```

22 Consumer<TimeState>(
23   builder: (context, timeState, _) => CustomProgressBar(
24     width: 200,
25     value: timeState.time,
26     totalValue: 10,
27   ), // CustomProgressBar
28 ), // Consumer
29 SizedBox(
30   height: 10,
31 ), // SizedBox
32 Consumer<TimeState>(
33   builder: (context, timeState, _) => RaisedButton(
34     color: Colors.lightBlue,
35     child: Text(
36       "Start",
37       style: TextStyle(color: Colors.white),
38     ), // Text

```

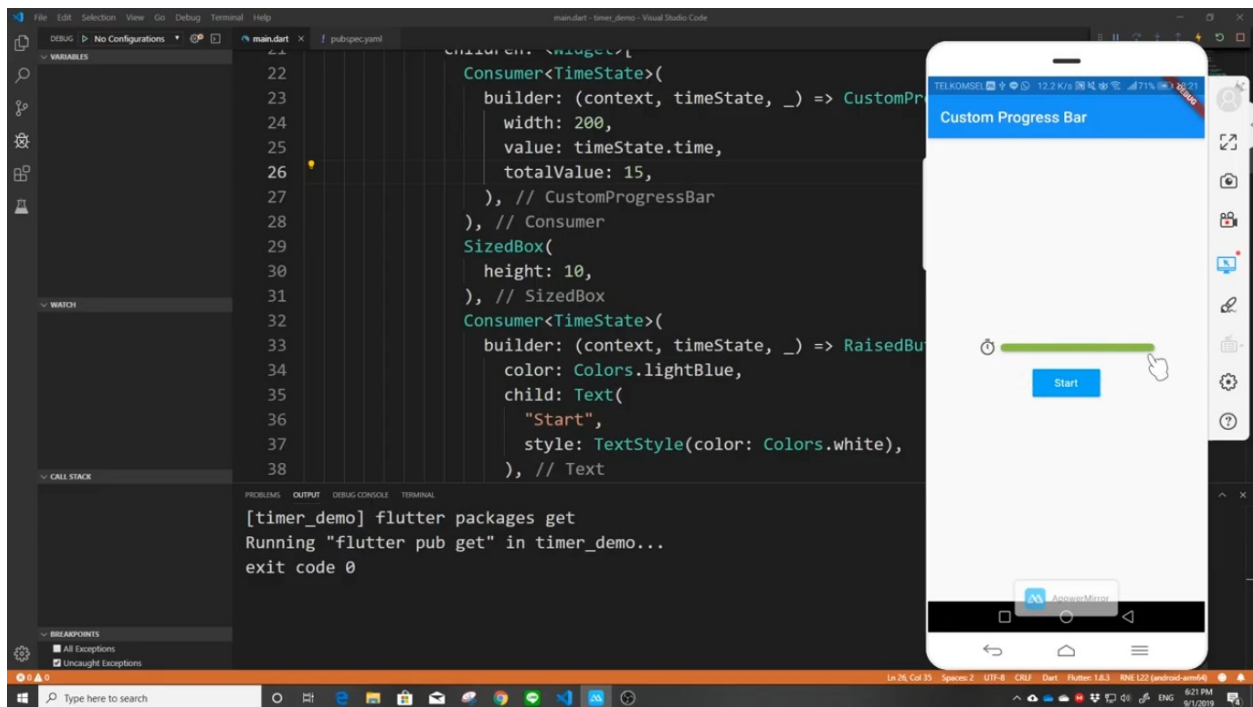
Terminal Output:

```

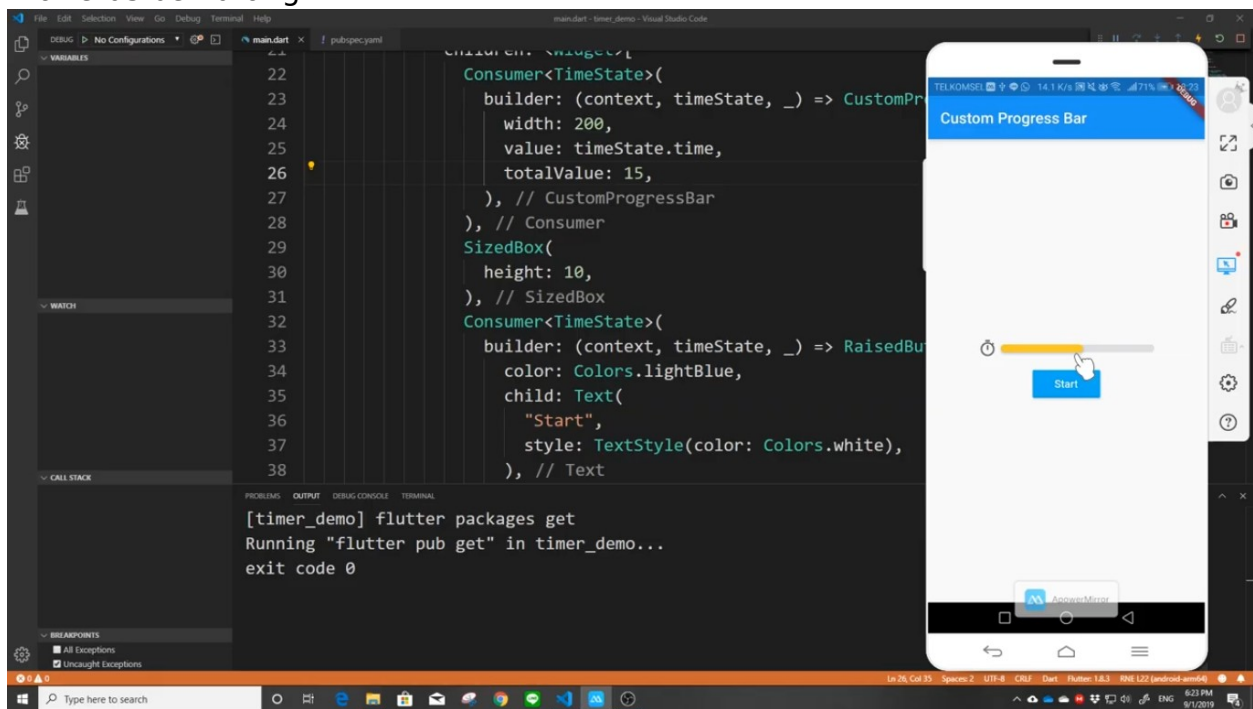
[timer_demo] flutter packages get
Running "flutter pub get" in timer_demo... 0.9s
exit code 0

```

Lalu

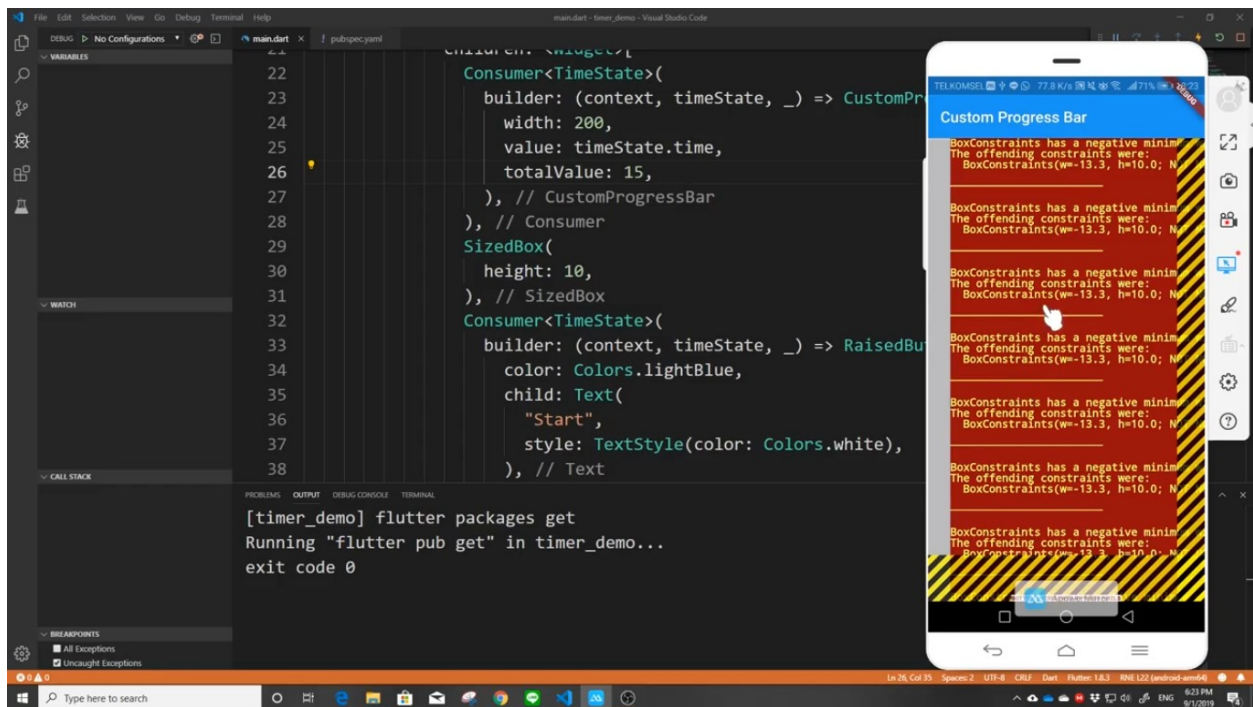


Dia full pertama kali  
Dia terus berkurang

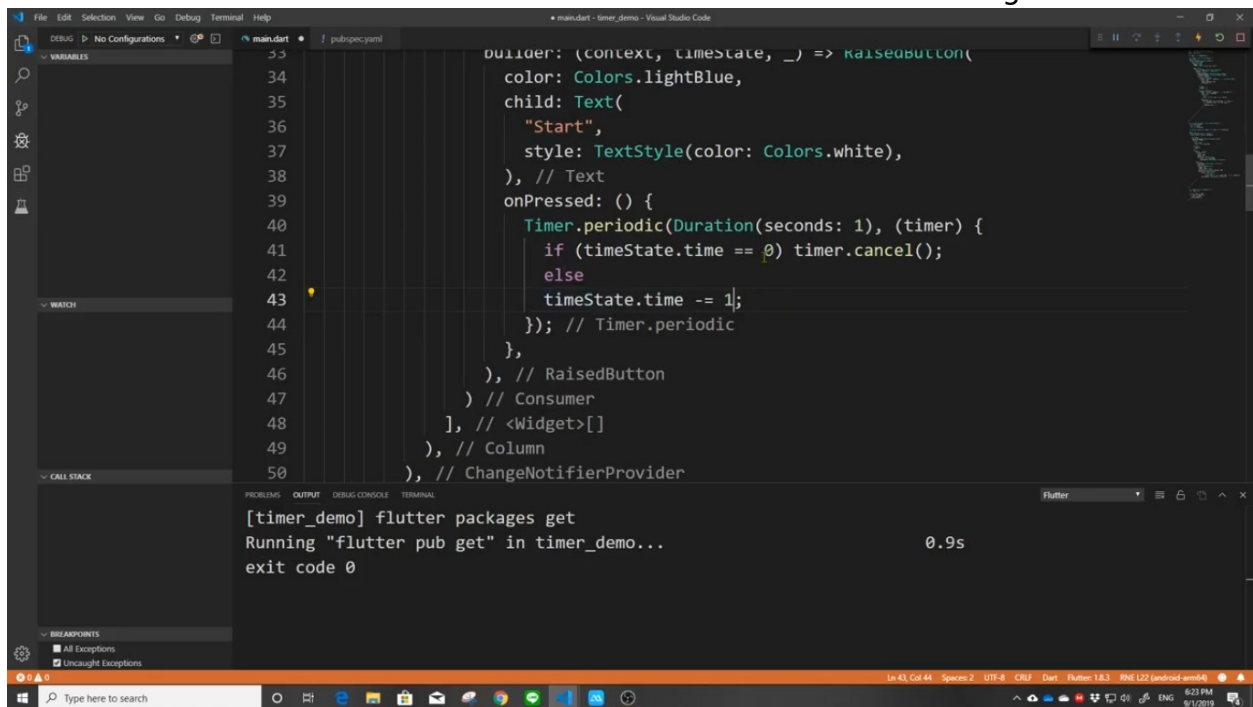


Disini eorr nya





Disni kiita kebawah kita tambhkan else karena kira berikan kekurangan



Lalu kita restart lalu kita coba